

TRAINING MANUAL ACE shuffler (6.52 Software)

OVERVIEW

Ultimate Texas Hold'em features head-to-head play against the dealer and an optional bonus bet.

Players and the dealer each receive two cards. They combine them with five community cards to make their best five-card hand.

Ultimate Texas Hold'em lets players bet aggressively. The earlier they bet, the more they can risk—and win. If players bet pre-flop, they may risk 3x or 4x their Ante. If they bet on the flop, they may bet 2x their Ante. And if they wait until the river—when all community cards are out—they may only bet 1x their Ante.

This game also features an optional bet, the Trips Bonus. Players win the Trips Bonus if their final five-card hand is three of a kind or higher. Odds printed on layout.

RECOMMENDED DEALING PROCEDURES

- Set the ACE shuffler to the UTH mode. Contact your Shuffle Master service technician for assistance.
- To begin the game, players must make equal bets on the Ante and Blind. They may also make a Trips bet.
- The ACE will first dispense the five community cards. Spread these out—face down—in the middle of the table.
- 4. Working from left to right, the dealer gives each player and himself a set of two starting cards.
- After the dealer gives himself two cards, he presses the green button on the shuffler to dispense the remaining cards.
- 6. Players now have a choice:
 - a. Check (do nothing); or
 - b. Make a Play bet of 3x or 4x their Ante.
 - Once players bet, they cannot bet again and they cannot change their bet.
- 7. The dealer then reveals the first three community cards.
- 8. Players that have not yet made a Play bet have a choice:
 - a. Check; or
 - b. Make a Play bet of 2x their Ante.
- 9. The dealer then reveals the final two community cards (the turn and river).
- 10. Players that have not yet made a Play bet have a choice:
 - a. Fold; or

b. Make a Play bet of 1x their Ante.

11. The dealer then reveals his two hole cards and announces his five-card

12. The dealer needs a pair to qualify.

a. Caution: Ultimate Texas Hold'em handles qualifying differently than other games. When the dealer doesn't qualify, it's not an automatic win for the player.

When the dealer qualifies:

13. Working from right to left, the dealer combines each player's hole cards with the community cards to make the best five-card hand.

a. If the player's hand beats the dealer's, the Play and Ante bets win even money.

b. If the player's hand loses to the dealer, the Play, Ante and Blind bets lose.

c. When the hands tie, the Play, Ante and Blind bets push.

d. The Blind bet wins when the player wins with a straight or higher. See layout for odds.

e. If the player wins with less than a straight the Blind pushes.

f. The Trips bet wins if the player has three of a kind or better. See layout for odds.

When the dealer doesn't qualify:

14. The dealer, working from right to left, refunds each player's Ante bet. He does this before looking at any of the player's hands.

15. Then, again working right to left, resolves the action normally (see above).

Note: If the player has three of a kind or better, the Trips bet always wins—even if the player folds.

ADDITIONAL RULES

Betting limits must comply with Washington State regulations.

Players may not wager on the house's hand or on other player's hands.

Side bets between players are prohibited.

Table aggregates are allowed, but must be in compliance with state regulations.

IRREGULARITIES

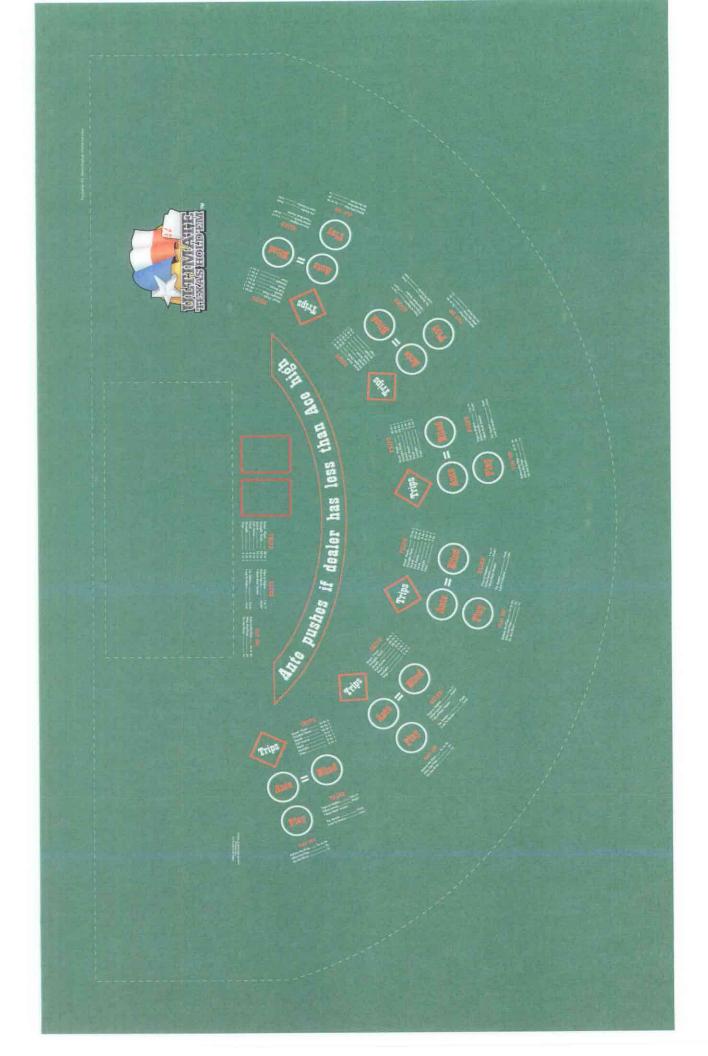
In the event of a shuffler malfunction, all hands are void.

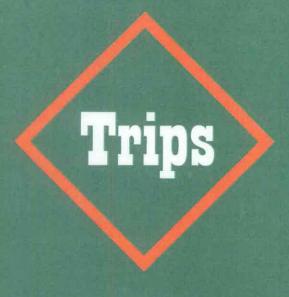


A STATE OF THE PARTY OF	UTH-01	1	UTH-02	2	UTH-03	3	UTH-04	4
Hand	Trips Bonus	Blind						
Roval flush		500 to 1	50 to 1	500 to 1	50 to 1	500 to 1	50 to 1	500 to 1
Straight flush	40 to 1	50 to 1						
Four of a kind	30 to 1	10 to 1	30 to 1	10 to 1	30 to 1	10 to 1	20 to 1	10 to 1
Full house	9 to 1	3 to 1	8 to 1	3 to 1	8 to 1	3 to 1	7 to 1	3 to 1
Flush	7 to 1	3 to 2	6 to 1	3 to 2	7 to 1	3 to 2	6 to 1	3 to 2
Straight	4 to 1	1 to 1	5 to 1	1 to 1	4 to 1	1 to 1	5 to 1	1 to 1
Three of a kind	3 to 1							
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Hand	Trips Bonus	Blind						
Roval flush	50 to 1	1 to 1	50 to 1	1 to 1	500 to 1	1 to 1	500 to 1	1 to 1
Straight flush	40 to 1	1 to 1	40 to 1	1 to 1	100 to 1	1 to 1	100 to 1	1 to 1
Four of a kind	30 to 1	1 to 1	30 to 1	1 to 1	50 to 1	1 to 1	40 to 1	1 to 1
Full house	8 to 1	1 to 1	8 to 1	1 to 1	7 to 1	1 to 1	7 to 1	1 to 1
Flush	6 to 1	1 to 1	7 to 1	1 to 1	6 to 1	1 to 1	6 to 1	1 to 1
Straight	5 to 1	1 to 1	4 to 1	1 to 1	4 to 1	1 to 1	4 to 1	1 to 1
Three of a kind	3 to 1	1 to 1						
	1.90%	0.84%*	3.50%	0.84%*	2.63%	0.84%*	4.31%	0.84%*
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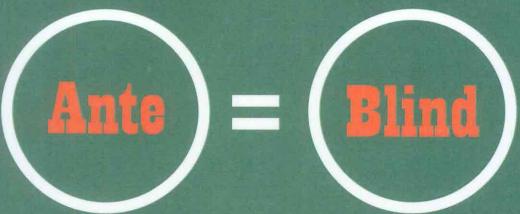
^{*} Entire game vs. dealer. Assumes perfect play.





TRIPS

Royal Flush	50	to	1
Straight Flush	40	to	1
Quads	30	to	1
Full House	8	to	1
Flush	6	to	1
Straight	5	to	1
Trips	3	to	1





BLIND

Trips or Higher 1 to 1*
Other hands Push*
* Must Beat Dealer

Tie Dealer Push
Lose To Dealer Loss

PLAY BET

Before the Flop 3x or	4x
After the Flop	2x
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